WHAT IS CLAIMED IS:

1. A method of communicating comprising the steps of:

receiving a communication from a client;

instructing at least one server to begin a bandwidth probe in response to receiving the communication from the client;

receiving results of the bandwidth probe in response to instructing the at least one server; and

sending a redirect message to the client in response to receiving the results of the bandwidth probe.

2. A method of communicating as set forth in claim 1, wherein the step of receiving the communication comprises receiving an HTTP communication from the client.

3. A method of communicating as set forth in claim 1, wherein the step of receiving the communication comprises receiving an RSTP communication from the client.

4. A method of communicating as set forth in claim 1, wherein the step of instructing the at least one server includes communicating instructions to the at least one server.

5. A method of communicating as set forth in claim 1, further comprising the step of computing throughput in response to receiving the results of the bandwidth probe.

6. A method of communicating as set forth in claim 1, further comprising the step of computing delay in response to receiving the results of the bandwidth probe.

7. A method of communicating as set forth in claim 1, further comprising the step of computing packet in response to receiving the results of the bandwidth probe.

8. A method of communicating as set forth in claim 1, further comprising the step of selecting a server from the at least one server in response to receiving the results of the bandwidth probe and wherein the step of sending a redirect message to the client is performed in response to selecting the server and in response to receiving the results.

9. A method of communicating comprising the steps of:

receiving a start packet;

receiving a train of consecutive packets;

receiving an end packet;

computing time dispersion in response to receiving the start packet, receiving the train of consecutive packets, and receiving the end packet; and

communicating a result in response to computing the time dispersion, wherein a server is selected for access in response to communicating the result.

10. A method of communicating as set forth in claim 9, wherein the time dispersion is receiver time dispersion.

11. A method of communicating as set forth in claim 9, wherein the time dispersion is sender time dispersion.

12. A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with Internet Control Message Protocol (ICMP) echo with ICMP timestamp.

13. A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with ICMP echo with Internet Protocol (IP) Timestamp.

14. A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with Transmission Control Protocol (TCP) Push/Reset with sender-based time recording.

15. A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with ICMP echo with sender-based time recording.

16. A method of accessing a server comprising the steps of:

receiving an access request from a client;

instructing a plurality of servers to each operate a bandwidth method in response to receiving the access request, the bandwidth method determining available bandwidth;

receiving a bandwidth indication from each of the plurality of servers;

selecting an identified server in response to receiving the bandwidth indication from each of the plurality of servers; and

redirecting the client to the identified server.

17. A method of accessing a server as set forth in claim 16, the bandwidth method further comprising;

generating a train of packets from each of the plurality of servers to the client;

receiving the train of packets from the client in each of the plurality of servers; and

computing bandwidth in response to generating the train of packets and in response to receiving the train of packets.

18. A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing throughput.

19. A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing delay.

20. A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing packet loss.